

Year N

Imaginative play with technological equipment

Explore how things work (cause and effect)

Exploring with Beebots, following and making patterns etc.

Year R

What is the internet? How are we all connected?

Using devices safely

Computing Curriculum EYFS and KS1

Year 1

Creating media
Digital writing

Creating media
Digital painting

Computing systems and networks
Technology around us

Programmable toys – Beebots, coding safari

Use the IWB to select and change games, colours etc

Use of iPads to take photos, mark make, create media

Data and information.
Grouping data

Programming A
Moving a robot

WE STRIVE TO DO OUR BEST

Year 2

Programming B
Introduction to animation

Computing systems and networks
IT around us

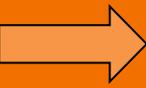
Creating media
Digital photography

Creating media
Making music

Data and information
Pictograms

Programming A
Robot algorithms

Programming B
An introduction to quizzes



Year 3

Computing systems and networks
Connecting computers



Creating media
Animation



Creating media
Desktop publishing



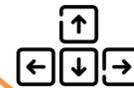
Data and information
Branching databases



Programming A
Sequence in music



Programming B
Events and actions



Year 4

Computing systems and networks
The internet



Creating media
Audio editing



Computing Curriculum KS2

Year 5

Creating media
Vector drawing



Computing systems and networks
Sharing information



Programming B
Repetition in games



Programming A
Repetition in shapes



Data and information
Data logging



Creating media
Photo editing



Creating media
Video editing



Data and information
Flat-file databases



Programming A
Selection in physical computing



Programming B
Selection in quizzes



Year 6

Computing systems and networks
Communication



Creating media
3D modelling



Creating media
Web page creation



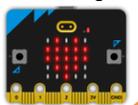
Data and information
Spreadsheets



Programming A
Variables in games



Programming B
Sensing



WE STRIVE TO DO OUR BEST